## Appendix A

```
import java.awt.*;
    import java.awt.event.*;
    import javax.swing.*;
    import java.io.*;
    public class CSApplet extends JApplet
10
         private String image;
         private double physicalWidth;
         private double physicalHeight;
         public void init()
15
              super.init();
              physicalWidth = 0.0;
              physicalHeight = 0.0;
20
              // Read in the values of the parameters from
    the html page
              // The parameters are image, physicalWidth, and
   physicalHeight
25
              image = getParameter("image");
              String param = getParameter("physicalWidth");
30
              if (param != null)
                   physicalWidth = Double.parseDouble(param);
              param = getParameter("physicalHeight");
35
              if (param != null)
                   physicalHeight =
40
    Double.parseDouble(param);
              // Add a panel to the applet where the image
   will be drawn
45
              Container contentPane = getContentPane();
              try
                   // Create the panel and pass it the html
50
   parameter values
```

```
contentPane.add(new CSPanel(image,
    physicalWidth, physicalHeight));
              catch (IOException e)
5
              }
         }
    }
10
    import java.awt.*;
    import java.awt.event.*;
    import javax.swing.*;
    import java.util.*;
    import java.io.*;
15
    class CSPanel extends JPanel
         private String imageName;
         private double physicalWidth;
20
         private double physicalHeight;
         private int imageResX;
         private int imageResY;
         private Image image;
         CSPanel (String imageName, double physicalWidth,
25
    double physicalHeight) throws IOException
              this.imageName = imageName;
              this.physicalWidth = physicalWidth;
              this.physicalHeight = physicalHeight;
30
              // Hack for reading the xResolution and
    yResolution from the JPEG header
              FileInputStream in = new FileInputStream(new
    File(imageName));
35
              DataInputStream din = new DataInputStream(in);
              // Skip over the first seven shorts
              for (int i = 0; i < 7; i++)
              {
40
                   din.readShort();
              // get the x/y resolution
              imageResX = din.readShort();
45
              imageResY = din.readShort();
              // close streams
              din.close();
              in.close();
50
              // read in the image
```

```
image =
    Toolkit.getDefaultToolkit().getImage(imageName);
              // wait until the image is entirely read in
5
              MediaTracker tracker = new MediaTracker(this);
              tracker.addImage(image, 0);
              try
              {
                   tracker.waitForID(0);
10
              catch(InterruptedException e)
              }
15
         public void paintComponent(Graphics g)
              super.paintComponent(g);
              // get the logical screen resolution ie
20
    640x480, 1024x768
              Toolkit tk = Toolkit.getDefaultToolkit();
              Dimension screen = tk.getScreenSize();
25
              // compute the physical size of the image
              double xInches = image.getWidth(this) /
    (double) imageResX;
              double yInches = image.getHeight(this) /
    (double) imageResY;
30
              // compute the physical dpi of the display
              double xDPI = screen.width / physicalWidth;
              double yDPI = screen.height / physicalHeight;
35
              // compute the logical width of the image
              double newWidth = xDPI * xInches;
              double newHeight = yDPI *yInches;
              // setup the graphics context
              Graphics2D g2 = (Graphics2D) g;
40
         g2.setRenderingHint(RenderingHints.KEY ANTIALIASING,
    RenderingHints.VALUE ANTIALIAS ON);
45
         g2.setRenderingHint(RenderingHints.KEY RENDERING,
    RenderingHints.VALUE RENDER QUALITY);
              // draw the image in the panel with scaling
              g2.drawImage(image, 0, 0, (int) newWidth, (int)
    newHeight, null);
50
         }
```

25

```
}
     <!doctype html public "-//w3c//dtd html 4.0 transitional//en">
     <html>
     <head>
5
      <meta name="GENERATOR" content="Mozilla/4.61 [en] (WinNT; I)</pre>
     [Netscape]">
      <title>TestApplet1</title>
     </head>
     <body>
10
     <object classid="clsid:8AD9C840-044E-11D1-B3E9-00805F499D93"</pre>
       width="100%" height="100%" align="middle"
       codebase="http:/<object classid="clsid:8AD9C840-044E-11D1-B3E9-
     00805F499D93"
       width="100%<param NAME="code" VALUE="CSApplet.class"><param
15
     NAME="codebase" VALUE="classes/"><param NAME="type"
     VALUE="application/x-java-applet; version=1.2.2">< param NAME="image"
     value="d:/patent/moose.jpg"><param NAME="physicalWidth"
     value="11.25"><param NAME="physicalHeight" value="8.5"><param
     NAME="scriptable" VALUE="true">No
20
     JDK 1.2 support for APPLET!!</object>
     </body>
     </html>
```